



Free-Roam VR Pioneer Launches New Title, Outbreak Origins, Most Advanced Free-Roam VR Zombie Game Ever Made

Zero Latency, the irrefutable global leader in warehouse scale, free-roam, multiplayer VR entertainment has launched *Outbreak Origins*, the company's newest game. It is an 8 player, 30-minute, multilevel next generation zombie shooter game that features advanced storytelling, ultra-realistic zombies (developed using motion capture of live actors), and an epic final boss battle. It is the most advanced free-roam VR zombie game ever made.

"Players are going to love *Outbreak Origins*, which is the culmination of the best VR experiences we have built into our games over the past three years we have been open and entertaining guests. In that time, we have continued to push the player experiences further to create the most immersive, engaging, social interactive experiences in the world," says Zero Latency CEO Tim Ruse.

Zero Latency pioneered warehouse scale, free-roam, multiplayer VR gaming arenas in 2015 with patent-pending motion tracking technology. Every visitor to a Zero Latency arena can lead the pack, be a hero, support the squad, or discover their own role as part of a team. Teams in the VR arenas stay in contact with each other through Razer integrated headphone/microphone units and are outfitted with OSVR HDK2 virtual reality headsets while wearing a military-grade backpack containing a high-performance Alienware PC gaming computer. They carry a perfectly-weighted, custom-made simulated weapon for game sessions that require firepower.

Zero Latency gaming arenas range from 200 to over 400 square metres, making them up to five times larger than any current commercially proven free-roam VR entertainment competitor, and lead the industry by accommodating up to 8 players. More than 300,000 people have experienced over 425,000 free-roam Zero Latency VR game plays worldwide.

About Zero Latency: (www.zerolatencyvr.com)

Zero Latency is the pioneer and global leader in warehouse scale, free-roam, multiplayer VR entertainment. The Melbourne, Australia, based company has constructed epic-scale VR game arenas as free-standing locations and have also integrated them into resorts, family entertainment centres, go karting facilities, and other entertainment destinations.

There are 18 Zero Latency arenas currently in operation across 4 continents. Zero Latency was named by Fast Company as one of the Top 10 Most Innovative Gaming companies, and they placed 3rd in the Deloitte Tech Fast 50 Australia, and 8th in the APAC Tech Fast 500, and their games won both first and second prize for best new product at IAAPA 2017.